Stefan Feld
City Collection
8

KATHMANDU

A game for 2 – 4 travelers aged 14 years up

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GENERAL OVERVIEW

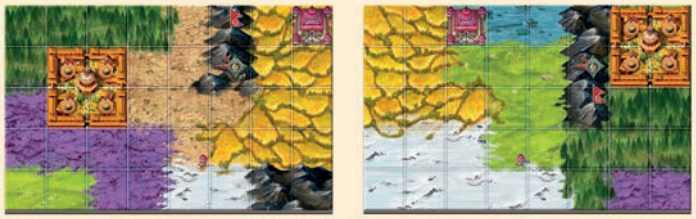
Join this adventurous journey through Nepal!

You are members of an expedition and discover the diverse landscape of Nepal, its temples, cities, and finally ***Kathmandu***. Traversing the lands is often tricky and requires good planning, the right equipment, and a little bit of luck.

Sketch native animals that you discover, trade in the cities for local goods and visit the many temples to pay your respects. Be efficient in your turns, to achieve as much as possible but do not waste any time, since a storm is coming!

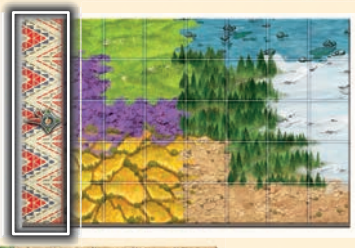
COMPONENTS

- **6 Terrain boards**



- **1 Start board**

Start spaces



- **1 Destination board**

Kathmandu

- **7 Border strips**

- **1 Game board**

Front

Reverse side

- **36 Equipment cards**

Reverse side

- **12 Start equipment cards**

Reverse side

- **27 Animal cards**

Reverse side

- **24 Maps**, *2 each "A" and "B" in 6 colors*

- **4 Kathmandu tiles**

wooden tiles for the DELUXE version

- **24 Goods,** *4 each per type*

wooden tiles for the DELUXE version

Thangha picture | *Silk* | *Spices* | *Prayer mill* | *Statue* | *Ring*

- **6 Special goods**

wooden tiles for the DELUXE version

- **80 Resources**, *16 each per type*

100 wooden resources for the DELUXE version

Backpack | *Compass* | *Paint box* | *Coins* | *Yak fodder*

- **12 Weather tiles,**

6× Sun | *6× Storm* | *Reverse side*

- **20 Exhaustion markers**

- **24 Dice**, *4 each per color*

- **4 Temple tiles**

- **1 Storm,** *with 2 plastic bases*

- **1 Scoring overview board**

- **1 Stefan Feld standee,** ***with plastic base***

Individual components in 4 player colors (yellow, red, blue, and green)

- **1 player board**

- **1 Scoring marker, 1 50/100 points tile and 1 150/200 points tile**

- **9 Offerings**

- **1 Yak**

- **10 Yak tiles**

- **1 Overview card**

Expansion 1: "Tents" *(p.14)*

- **24 Tent cards**

Expansion 2: "Characters" *(p.15)*

- **6 Character cards**

SETUP A)

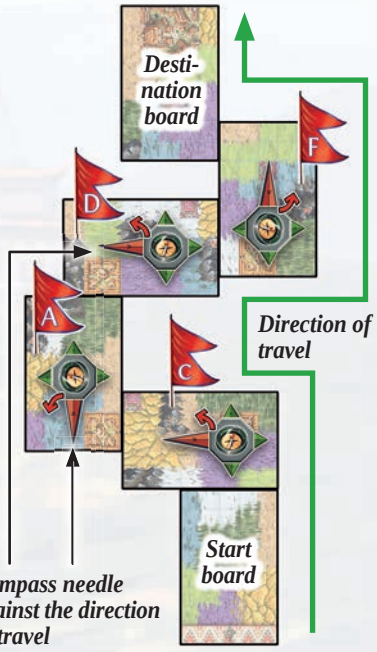
1 First build the **landscape** through which you will travel with your yak during the game:
You always need the **start board** and the **destination board**, which you lay out first and last respectively. In between, lay out any **4** of the 6 **terrain boards** with a random side facing up. Note the following:

→ You don't have to place the boards in a straight line – you can and should also build "curves". Only 1 other board may be adjacent to the start and destination board and exactly 2 boards must be adjacent to each terrain board – they thus form a "snake".

→ 2 adjacent boards must be placed so that the border between the boards **is passable** by **at least 2 spaces**. The border is passable if there are no mountains on either side.

This border can be crossed via 2 spaces.

→ Also note the **orientation** of the **red compass needle** on the 4 terrain boards: The more of them point in the direction of Kathmandu, the more difficult your journey will be.
For the first few games, we recommend placing only 2 boards with the red compass needle pointing in the direction of Kathmandu. Here is an example setup that you can use for your first game:



→ Place **5 border strips**, one on each gap between 2 boards.

Tip: You can clamp the border strips upright between the panels. The rules show the border strips lying flat to better see them in the example pictures.

SETUP B)

2 Place **1 temple tile each** on the 3rd and 5th board of the landscape, counted from the start board. The spaces are marked by a little tower in the right-hand corner of the space. The other 2 temple tiles are not needed and remain in the box.

3 The **Kathmandu tiles** are stacked in ascending numerical order (15 at the top) and placed on the city of **Kathmandu** on the destination board.

4 The **exhaustion markers** form a general supply.

5 Shuffle the **goods** and distribute them face down among the cities so that there is 1 good on each of the 4 spaces of each city. Then reveal the goods. Put the remaining goods back in the box. Place the **special goods** next to the landscape.

6 Sort the 5 different **resources** and place them in the general supply.

7 Place the **game board** next to the landscape, with the front side facing up.

8 Of the 12 **weather tiles**, take 3 × "storm" and 2 × "sun". Shuffle these and randomly place 3 of them face down on the first 3 spaces of the round track. Put the remaining 2 back in the game box without looking at them. Then again shuffle 3 × "storm" and 2 × "sun" and place 3 more tiles face down on the round track. The last two spaces remain empty - they are only needed for the "Long Game" (p. 14).

Note: You can decide how many storm and sun tiles you want to have in the game. The idea: the more storm tiles there are, the faster the storm will follow you, and the more stressful the game gets. You can also shuffle all 12 tiles, draw 6 of them and leave the weather completely to chance.

9 Shuffle the **equipment** and **animal cards** as well as the **maps** separately and place them face down in stacks on the corresponding spaces of the game board. Then reveal the following number of cards:

- **Equipment cards:**
  Reveal cards until there is one more equipment card than the number of players participating, e.g. 4 cards for 3 players.
- **Animal cards:**
  Reveal 1 animal card (in a 2-player game) or 2 animal cards (in a 3- or 4-player game).
- **Maps:**
  Reveal 3 of the maps and place them on the corresponding spaces on the game board.

10 Place the **storm** next to the start board.

Individual components

11 Choose a player color and take in this color:

- **1 Player board**
- **1 Yak**
- **1 Scoring marker, 1 50/100 points tile,** and **1 150/200 points tile,** which you will use during the final scoring at the end of the game (see p. 10).
- **10 Yak tiles**: Separate the "10 points" yak tile from the other yak tiles. Then shuffle the remaining 9 yak tiles, form a face-down stack and place the "10 points" yak tile underneath. Place the stack above your player board. Now reveal the top yak tile and place it to the right of the stack.
- **9 Offerings**, which you place on the corresponding spaces on your player board.
- **1 Overview card**

12 Take **1 die in each of the 6 colors** and **1 each of all 5 resources** from the general supply.

13 Shuffle the **start equipment cards**. Everyone receives 2 cards each, which you place face-up at the bottom right of your player board. Return any undistributed start equipment cards and excess game components to the box.

14 Now you all draw **2 maps** each from the face-down pile and place them next to the top right of your player board. If you draw 2 maps of the same color, place the second tile under the stack and draw a new map. Repeat this until you have 2 different colored maps.

15 The player who has last been to Kathmandu or Nepal (or closest to it) receives the **Stefan Feld standee.**

16 Now place the **yaks** on the **start spaces** of the start board: The player to the right of the player with the Stefan Feld standee begins and places their yak on any start space. The others follow in anticlockwise direction and place their yak on an empty start space.

17 Finally, you all **roll** your **6 dice** once and place them next to your player board.

PLAYING THE GAME

Kathmandu is played over **6 days**, with each day consisting of 3 rounds. The player with the Stefan Feld standee always starts a round, the others follow in clockwise order.

Once the 6th day has been played, the **final scoring** takes place. Whoever has the most points wins.

When it is your turn, perform the following steps in this order:

1) Select 1 die and take 1 resource

If necessary:
Rest: Remove all exhaustion markers *[No movement or actions!]*
2) Move your yak
3) Perform actions on the target space

1) Select 1 die and take 1 resource

Choose **1 unused die** (dice that are not on your player board are considered unused), place it on your player board and gain **1 resource in the color of the chosen die** from the general supply.

The **black die** is a wild:
Get any **1 resource of your choice**.

Important: Before you choose a die, you may **re-roll** all unused dice **once per round**. To do this, you must **place 1 of your unused dice** at the bottom right of your player board. You may not use this die again during this day.

You will need the resources for various actions during the course of the game. You can find an overview of the actions on the back of this rulebook.

Note: The resources are considered unlimited – if the supply of any type is depleted, find a suitable replacement.

Example:
Dirk places the unused gray die at the bottom right of his player board to re-roll the rest of his dice. He then chooses the brown die and places it on the left-most die space. He receives 1 backpack (brown resource) from the general supply.

Rest: Remove all exhaustion markers

Check whether there are **3 exhaustion markers** on your player board:

- If this is the case, (after selecting your die and taking the corresponding resource), **return all exhaustion markers to the supply** and **end** your turn.
- If this is not the case, you can proceed with **2) Move your yak**.

Example:
Vincent has 3 exhaustion markers on his player board. He chooses the pink die, receives 1 yak fodder from the supply and then discards all exhaustion markers. His turn then ends.

2) Move your yak

You now use the **number of pips** on your previously chosen die to **move your yak**.
Follow the **yak movement rules** on the next page.

Yak movement rules:

- The yak can only move in a **straight line**. It must move **exactly as many spaces** as the **number of pips on the chosen die**.

Example:
Dirk has chosen a die with ⚁ and must now move his yak 2 spaces in a straight line.

- If the yak would move onto a **mountain space** or over the **edge of a board**, it stops on the last space before the mountain or edge instead and ends its movement there. You receive **1 exhaustion marker** that you place on your own player board.

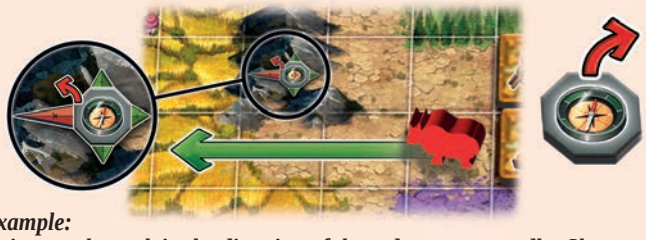
Example:
Nathalie has chosen a die with ⚄ and moves her yak forwards in a straight line. This would move her yak over the mountains, where it is not allowed to move to or over. The yak remains on the last space in front of the mountains and Nathalie receives 1 exhaustion marker.

- If your yak crosses a **border strip,** you must return **1 yak fodder** to the supply. If you do not have any yak fodder, you receive 1 exhaustion marker but may still move the yak across the border strip.

!! **Note:** The border strip is not a space – it is not counted when you move your yak, and you cannot stop on it.

Example:
Vincent moves his yak across a border strip. He has no yak fodder to give away and receives 1 exhaustion marker.

- During your turn, only if your yak's **first step** is **in the direction of the red compass needle** on the board it starts its movement on, you must discard **1 compass**. If you don't have a compass, you receive 1 exhaustion marker instead, but you can still continue moving your yak.



Example:
Ani moves her yak in the direction of the red compass needle: She puts 1 compass back into the general supply.

- **Exhaustion marker:** You can never have more than 3 exhaustion markers. If you get another one, put it back to the supply.

- **Equipment cards** change the rules for the turn in which you play them. The card effect always takes precedence over the basic rules.

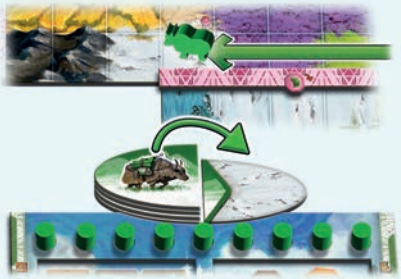
The space on which your yak movement ends is called the **target space**. Several yaks can be placed on the same space.
You can now perform different actions depending on the target space.

3) Perform actions on the target space

After moving, you can perform the following actions on the target space – several actions if possible:

Fulfill a yak tile

Check whether your **current (face-up) yak tile** shows the **same landscape** as your **target space**. If this is the case, it is **fulfilled.** Reveal the next yak tile from the stack and place it on the fulfilled tile. This is now your current yak tile.
If you reveal the **last yak tile**, you have fulfilled all the tiles and receive **10 points** in the final scoring.



Example:
Dirk's yak comes to a halt on a snow space. He then completes his current yak tile and reveals the next tile from the stack.

Paint an animal

If there are one or more **animal cards** in the general display that show the **same landscape as your target space**, you may take 1 of the corresponding animal cards and place it next to your player board in exchange for **1 paint box**. You may **only** take **1 animal card per turn**. The display is only replenished at the end of the day!

Example:
Nathalie moves her yak to a meadow space. She hands in 1 paint box and takes the animal card with the rhinoceros (meadow background) from the general display.

Collect equipment

If there are one or more **equipment cards** in the general display that show the **same landscape as your target space**, you may take 1 of the corresponding equipment cards and place it next to your player board in exchange for **1 backpack**. You may **only** take **1 equipment card per turn**. The display is only replenished at the end of the day!

Example:
Ani moves her yak to a grain field space. She hands in 1 backpack and takes the equipment card "Climbing gear" (grain field background) from the general display.

Buy goods

If your target space is a **city space** with a goods tile on it, you can buy the good by paying **1 coin**. Place the goods tile on your player board.

If the **special goods tile** of the same type is still without an owner, you may take it and place it next to your player board in exchange for **1 additional coin**. If the special good is already with someone else, you can give that player 1 coin instead to take the special goods tile and place it next to your player board. The player in question may not prevent this.

Example:
Dirk moves his yak to a city space. He spends 1 coin to take the "prayer mill" goods tile lying there. The corresponding special goods tile is still in the general supply. He spends 1 more coin to gain it as well.

Make offerings

If your target space is a **temple space** or **temple tile**, place **1 offering** from your player board on the temple. You take your offerings from left to right from your player board. Only 1 offering per player may be placed in each temple.

After making an offering, **take 1 map** from the face-up display or from the top of the face-down pile and place it next to your player board. Free spaces in the map display are refilled immediately (if possible). Once the maps have been depleted, you can no longer receive a map.

Example:

Vincent moves his yak onto a temple space. He places the first offering from his player board, as seen from the left, on the temple space. Then he chooses 1 map from the open display on the game board and takes it.

Visit Kathmandu

If your target space is one of the 9 spaces of **Kathmandu**, take the **top Kathmandu tile** and **remove any exhaustion markers** still on your player board. Kathmandu counts as a city space: You may fulfill a yak tile, collect 1 equipment and/or paint 1 animal, if applicable. Then, place your Yak next to your player board. From now on, each time it is your turn again, you receive any 1 resource from the supply. However, you may no longer move your yak or perform any actions.

Example:
Nathalie moves her yak to one of the 9 spaces in Kathmandu. She receives the top tile from the stack of Kathmandu tiles (15 points).

Swap maps

If the **yak of one or more other players** is on your target space, you may choose **1 map** of your choice from one of these players and **exchange** it for 1 of your maps of your choice. The player in question may not prevent this.

If you or the player in question does not have a map, you cannot perform the action.

Maps that are secured with a **chest** (see Equipment cards on p.12) cannot be selected for exchange.

Example:
Ani (red) moves her yak to the space where Vincent's yak is currently located. She takes the red A from his collected maps. In exchange, she gives him her purple B.

The equipment cards:

Equipment cards give you advantages on your turn and allow you to change the basic rules of the game in different ways.

During your turn, you can use as many equipment cards as you like, even in combination. You discard the cards after using them once. You may use each of your equipment cards at a specific time during your turn - either **before** (), **during** () or **after your yak movement** ().

The equipment cards and their effects are explained in detail on page 12.

End of the day

After **3 round**s, **1 day** is over. All 3 dice spaces on each player board are then occupied by a die.

Note: At the end of the last day, you only have to carry out the "Reveal 1 weather tile and move the storm" step and can skip the rest!

Pass on the Stefan Feld standee

The **Stefan Feld standee** is passed to the player who has used the **3 dice with the lowest total value** in this round.
If there is a tie, you give the standee to the player sitting closer to the one who previously had the standee in a clockwise direction. If this player is also involved in the tie, the standee goes to the next player involved in a clockwise direction.

Example:

The following dice were used in this round:

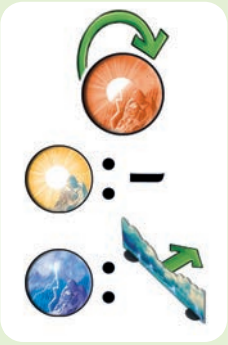
Ani:		***[10]***
Nathalie:		***[16]***
Dirk:		***[11]***
Vincent:		***[9]***

Vincent therefore has the lowest total value and receives the Stefan Feld standee.

Reroll the dice

Now **roll** your **6 dice** for the next day.

Reveal 1 weather tile and move the storm



Now, **reveal** the next **weather tile** on the game board, starting with the leftmost tile:

If it is a **blue storm tile**, the **storm** is **moved** to the next border strip in the direction of Kathmandu. When the storm is moved for the first time, it is placed behind the first border strip.

If it is a **yellow sun tile,** the storm does **not** move.

If your **yak** is now **behind the storm**, regardless of whether or not the storm has been moved, you **receive 1 exhaustion marker**, even if it was already behind the storm before it moved.

The storm does not subsequently hinder your yak's movement, and you do not receive another exhaustion marker when moving through it.

Example:
The first weather tile is revealed: Storm!

The storm is moved from the edge of the start board to the first border strip.

As Vincent's yak is now behind the storm, he receives 1 exhaustion marker.

Replenish the card display

Finally, replenish the general display of equipment and animal cards:

Equipment cards:
Refill the display until there is one more equipment card than the number of players participating in the game.

Animal cards:
Reveal 1 additional animal card (in a 2-player game) or 2 additional animal cards (in a 3- or 4-player game), regardless of whether there are still animal cards on display or not.

END OF THE GAME AND FINAL SCORING

The game ends after the end of the **6th day**.

Important: The last weather tile must still be revealed at the end of the last day. If yaks are now behind the storm, their owners receive 1 exhaustion marker.

Note: If all Yaks have arrived in Kathmandu before the end of the 6th day, the game ends prematurely. In this case, no last weather tile is revealed, because you are safe from the storm in Kathmandu.

Reverse side of the game board with scoring track and overview for the final scoring

Now, turn the **game board** to the side with the scoring track and the large final scoring overview. Place your **scoring markers** on space 0 of the scoring track.

The final scoring now takes place:

You will receive points, which you can mark on the scoring track with your scoring marker. If you circle the scoring track once with your scoring marker during scoring, take the **50/100 points tile** in your color and place it next to your player board with the 50 facing up. After another round, turn it to 100. After a 3rd or 4th round use the **150/200 points tile**.

Final scoring

You will receive (or lose) points in the following categories:

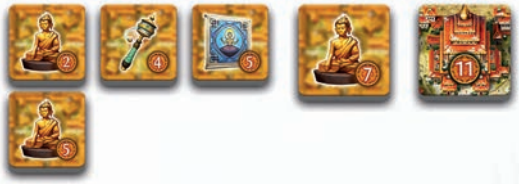
Offerings

You receive as many points for your **offerings** as are visible in the free space of the last offering you made (i.e. the last free space from the left).

Example:
Dirk receives 25 points for his offerings.

Goods, special goods, Kathmandu tiles

You receive the points depicted on each **goods tile** in your possession. Each **special goods tiles** in your possession at the end of the game is worth 7 points. You also receive the points depicted on the **Kathmandu tile**.



Example:
Nathalie receives 16 points for her goods, 7 points for the special goods tile and 11 points for the Kathmandu tile.

Sets of different goods

A **set of 5 [all 6] different types of goods** earns you **7 [12] points**.
You may have **several sets**, but each good can only be part of 1 set.
Special goods **cannot** be part of a set.

Example:
Dirk receives 7 points for a set of 5 different goods. As he cannot use the special goods as part of a set, he receives no further points.

Maps

For the **maps** in your possession, you receive:

- 1 point per single A- or B-map
- 4 points for 1 same-colored pair A + B,
- 8 points for 1 pair A + B of the same color that has been secured by a chest (see equipment cards).

Example:
Vincent receives a total of 15 points for his collected maps:

- *3 points for 3 single halves*
- *4 points for a purple pair*
- *8 points for the green pair secured with the chest*

Animal cards

Determine the **highest number** of **animal cards** *(e.g. 5)* and the **lowest number** *(e.g. 0)* collected by the players. The **difference** *(here: 5–0=5)* is the **point value per animal card** for all players *(in this example 5 points per animal card).*

Example:
Ani has 5 animal cards, Vincent and Nathalie each have 2 animal cards, Dirk has not collected any animal cards. This means that each animal card is worth 5 – 0 = 5 points: Ani receives 25 points and Vincent and Nathalie 10 points each.

Yak tiles

Count your **remaining face-down yak tiles** and score points according to the table below:

Face-down yak tiles	0	1	2	3	4	5	6	7	8
Points	10*	0	-1	-3	-6	-10	-15	-21	-28

*These are the 10 points depicted on the last yak tile.

Example:
Dirk still has 2 face-down yak tiles: He loses 1 point.

Distance to Kathmandu

Count how many **border strips** there are on the way between your yak and Kathmandu and score points using the table below:

Number of border strips	0	1	2	3	4	5+
Points	0	-2	-5	-9	-14	-20

Example:
Nathalie's and Dirk's yaks have reached the destination board - they do not lose any points. Vincent is 1 and Ani 2 border strips away from the destination board: Vincent loses 2 points and Ani 5 points.

Equipment cards and resources

For each remaining (i.e. unused) **equipment card** and for each **resource** in your supply: Gain **1 point**.

Example:
Ani receives 5 points for 2 remaining equipment cards and 3 resources.

Exhaustion markers

For each **exhaustion marker** on your player board: **Lose 3 points**.

Example:
Vincent loses 6 points for 2 exhaustion markers on his player board.

Mark all your points or minus points on the scoring track. Whoever has the most points at the end of the final scoring wins.
In the event of a tie, the player who has come closer to Kathmandu or even reached the city itself wins.
If the tie persists, the tied players share the victory.

The Equipment Cards

Cards with this icon can only be used **before** your **yak movement**.

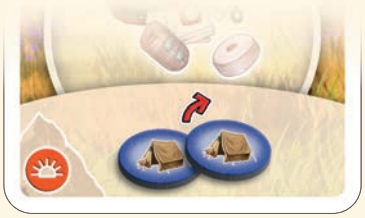
Cards with this icon can only be used **during** your **yak movement.**

Cards with this icon can only be used **after** your **yak movement.**

Tool case
You may take **any 3 different resources** from the supply.

Magnifying glass
You can **turn** your **selected die** to its **opposite side** and then use this number for your yak movement steps.

Wooden barrel
You may **re-roll** any number of your unused dice up to **three times** in immediate succession.

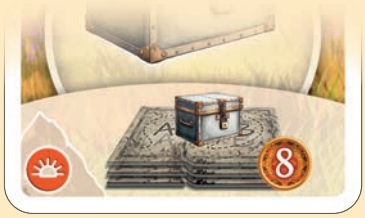


First aid bag
You may **remove 2 exhaustion markers** from your player board and return them to the general supply. This effect occurs even before the step ■ **Rest,** so that you can first reduce your exhaustion markers and then move your yak as usual.

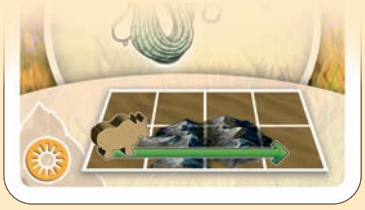
Telescope
You **fulfill your current yak** tile: reveal the next yak tile.

Water bottle
You may **adjust** the number of your **die** by **+1/-1** and turn it to the corresponding side. You cannot turn the die from ⚀ to ⚅ or vice versa.

Terrain map
You may **move** your **yak** to any other space within the same contiguous **area,** also across a border strip (return 1 yak fodder!), in which it is currently located.



Chest
You may turn over **all** your **pairs of maps of the same color (A+B)** that you have collected so far and place them under this card: You have **secured** them in the chest and receive **8 points** for each of these pairs in the final scoring.



Climbing gear
You may **move** your yak **over mountain spaces** with the movement steps of your die, but you may not stop on them. If your die number is too low to cross the mountains, you may not use this equipment.

Tea leaves
Double the movement steps of your die. However, you must walk the doubled number of steps completely in a straight line.

Bridle
Once during its movement, your yak may **turn** at a right angle.

Rope ladder
You may place **1 offering** on a temple, while you yak is on one of the **8 spaces adjacent to this temple**.

The Animal Cards

Red Panda

Mule

Gharial

Oriental Garden Lizard

Green Tree Snake

Golden Pheasant

Blackbuck

Himalayan Tahr

Dzo

Himalayan Monal

Red-headed Trogon

Spiny Babbler

Bengal Tiger

Monitor Lizard

River Dolphin

Jackal

Langur

Snow Leopard

Greater One-horned Rhino

Indian Elephant

Bharal

Himalayan Serow

Rhesus Monkey

Musk Deer

Yak

Wild Buffalo

Hog Deer

LONG GAME

If you would like to make your trip to Kathmandu a little longer and more extensive, then the long game is just right for you.

Changes to Setup:

1) Use **all 6 terrain boards** when building your landscape. All other requirements remain unchanged.
2) Place **all 4 temple tiles** on the marked spaces of the 3rd, 4th, 5th, and 6th board, counted from the start.
3) Place a total of **8 weather tiles** on the game board:
   Take 3 times "storm" and 3 times "sun". Shuffle these and randomly place 4 of them face down on the first 4 spaces of the round track. Put the remaining 2 tiles back into the game box without looking at them. Then shuffle 4 times "storm" and 2 times "sun" and occupy 4 more spaces on the turn track with 4 face-down tiles drawn from these. Discard the rest of the weather tiles.

Changes to gameplay:

Instead of 6 days, you now play **8 days**.
The rest of the rules remains unchanged.

EXPANSION 1: TENTS

Changes to Setup:

Shuffle the **tent cards** and place them face down on the game board.

Changes to gameplay:

End of the day

Receive tent cards and pass on Stefan Feld standee

At the end of the day, **all** players who have used the 3 dice with the lowest total each receive **1 tent card** from the pile into their hand. You should keep these cards face down.

At the end of each turn

After a player has **completed** all **actions** on their target space on their turn, the other players check whether they have a **tent card with the same landscape type as this target space** in their hand. If so, they may play these tent cards. The player whose turn it is, receives **1 exhaustion marker** from the general supply **for each of these tent cards** played.
The played tent cards are then removed from the game.

EXPANSION 2: CHARACTERS

Changes to Setup:

Everyone receives a character card of their choice, which they place in the bottom right-hand corner of their player board.

Instead of receiving 1 of each resource and 2 start equipment cards, you receive **the number of resources and start equipment cards** as **depicted** at the **top** of the character card (in the brown bar).

Changes to gameplay:

Each character has an individual ability (lower area highlighted in white) that you can use during the game.
The abilities are explained in more detail below:

Mountaineer
The mountaineer may move with his yak **over mountain spaces** and end his movement on a mountain space.

Yak guide
The yak guide may always **turn** the **pink die** to any side before using it for the yak movement.

She may exchange **2 yak fodder** for **any 1 other resource**.

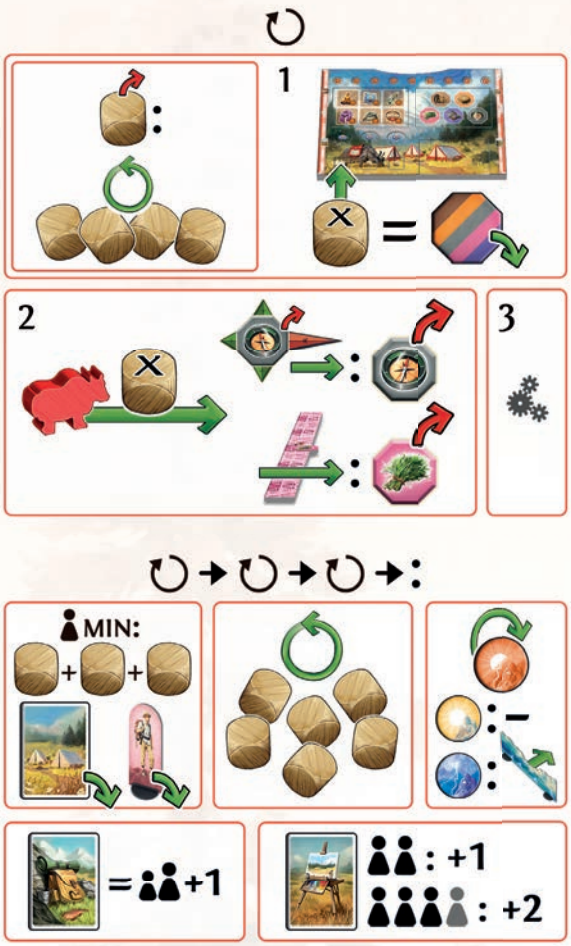
Monk
Up to 3 times during the game, when ending the yak movement on a temple space, the monk may make **2 offerings** at once. He still **only** receives **1 treasure map**.

Merchant
When the merchant buys a goods tile, she may buy **1 tile** of her choice from **any space in the city**.

Border guard
When crossing a border strip, the border guard may **move their yak along the border** so that it emerges on any space behind the border on the new terrain board. There, the yak continues its movement in the same direction as before. However, 1 yak fodder must still be paid for crossing the border strip.

Artist
When **painting animals** and **collecting equipment**, the artist is not limited to the landscape of her target space, she may also include the landscape types of the 4 orthogonally adjacent spaces around her target space. This gives her more choice, but she may never take more than 1 animal card and 1 equipment card per turn.

OVERVIEW OF THE GAME



Round sequence

1) Select 1 die and take 1 resource (after rerolling, if required)

To reroll: Set aside 1 unused die, reroll the rest of the unused dice.
Place the **selected die** on your **player board** and gain **1 resource of the same color** as the die.

Rest

If you have **3 exhaustion markers**, you MUST **rest:**
Remove all exhaustion markers - no movement or actions!

2) Move your yak

Move your yak in a **straight line** the exact number of spaces as the **number of pips of the selected die.**

Take **1 exhaustion marker** if you cannot complete the movement (due to mountains or board edges).

If you move **in the direction of the red compass needle**:
Discard **1 compass** (otherwise gain 1 exhaustion marker).

When **crossing a border strip**: Discard **1 yak fodder** (otherwise gain 1 exhaustion marker).

3) Perform actions on the target space (see below)

After 3 rounds: End of the day

Pass on the Stefan Feld standee (+ draw 1 tent card)

The player with the **lowest total** of used dice receives the **Stefan Feld standee** (+1 tent card).

Reroll the dice

Reveal 1 weather tile and move the storm

Sun: The storm is **not** moved.
Storm: The storm is moved to the next border strip.
All players **behind the storm** receive **1 exhaustion marker.**

Replenish the card display

Equipment: Replenish to number of players +1
Animals: Reveal 1 card (2 ♟) / 2 cards (3/4 ♟)

Actions on the target space

Swap maps

Other player on the target space?

Give them 1 of your maps and take 1 of their maps.

Buy goods

Target space is a **city space** with a goods tile?

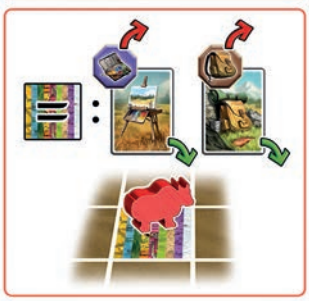
Spend **1 coin** and gain the **goods tile**.

Spend **1 more coin**: Gain the matching **special good tile**. If this was with another player, they will receive the coin.

Fulfill a yak tile

Does the **landscape** on your current **yak tile** match the target space?

Reveal the next yak tile.



Gain Animal-/Equipment cards:

The **landscape** of the target space matches the one on a **card in the display**?

Spend **1 paint box** and receive **1 animal card** with a matching landscape.

Spend in **1 backpack** and receive **1 equipment card** with a matching landscape.

Only 1 animal card and 1 equipment card per turn!

Make offerings

Target space is a **temple**?

Place your next **offering** from the left on the temple and receive **1 map**.

Only 1 offering per player per temple!

Visit Kathmandu

Target space is **Kathmandu**?

Gain the **top Kathmandu tile** and **discard all exhaustion markers.**

Do not perform any movement or actions on future turns but take any **1 resource**.

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